



THE WARLORD

HOMEBREW

Lead Your Allies to Victory with this New Class
for the World's Greatest Roleplaying Game

THE WARLORD

As the aging man struggled to keep up with his companions, he started to regret his decision to join the young adventurers. His days of glory had long passed, but hearing the poorly devised plan of the aspiring heroes had rekindled something inside his soul that he thought gone forever. The old man couldn't use a sword like he used to, but if his young companions took his advice, they may yet be able to survive the dangerous life an adventure for a few days.

The dwarven lord ordered his soldiers to form ranks as the uncountable horde of horrors poured forth from the tunnel ahead. He positioned his platoon of elite warriors in the final tunnel before the entrance of his clan's great city. His clan had delved too greedily and they had freed *something* from the depths below. The lord muttered a final prayer and prepared to lead his men to their deaths, hopefully giving the rest of his clan time to escape the unstoppable horde of monstrosities.

A lithe wood elf quietly led her hunting party through the underbrush of the great wood. They had tracked their foe, a great two-headed troll, for almost two days. As it rested in a clearing, she gave the signal and her fellow hunters fanned out around the beast, blending in with the natural landscape. On her mark, the hunting party lunged forward with their spears, and the troll was felled before it could react.

All of these warriors are considered Warlords, martial leaders who use their knowledge of tactics and warfare to empower their allies and thwart the plans of their foes.

DECISIVE LEADERS

While Warlords are as varied as styles of leadership, they all share one thing in common: a commitment to their decisions. Once a true Warlord decides on a course of action, whether it was their idea or not, they will see the plan through to its end.

These natural-born leaders stand as stalwart figures in the face of danger and can rally their allies to overcome whatever obstacles may stand between them and their goals. Though they are not always formally appointed leaders, the presence of a Warlord, both on and off the field of battle, can motivate any who follow them to be the best version of themselves.

FROM MANY, ONE

Alone, a Warlord is a minor threat, but with loyal companions to organize and command, the greatest Warlords are capable of toppling empires. Known for their keen use of tactics and knowledge of warfare, a Warlord is able to draw out the true potential of their allies. Leaders to their core, a Warlord will make sure to understand the capabilities and weaknesses of their allies so they can help them to reach their true potential.

These exceptional strategists are able to step back and allow their allies to excel in combat. Though they are able to hold their own in battle, a warlord's true strength lies in the potent orders they issue to their allies. These insights push their comrades from mundane warriors to true heroes.

CREATING YOUR WARLORD

When creating your Warlord, consider where they learned to be a leader. Did they serve as the squire of a world-renowned general? Were they the star pupil of their kingdom's military academy? Or, did they slowly rise through the bloody ranks of a band of mercenaries, learning to lead through necessity?

Also, consider why your Warlord would lead others rather than improve their own individual martial skill. Do they see value in teamwork and coordination? Does their age or some other impairment prevent them from fighting on their own? Have they always had a cunning mind from a young age?

MULTICLASSING AND THE WARLORD

If your group uses the optional multiclassing rule, here is everything you need to know if you choose to take at least one level in the Warlord class.

Ability Score Minimum. As a multiclass character, you must have at minimum a 13 in either Strength or Dexterity, and in either Intelligence, Wisdom, or Charisma in order to take a level in Warlord, or to take a level in another class if you're a Warlord.

Proficiencies. If Warlord isn't your initial class, here are the proficiencies you gain when you take your first Warlord level: light armor, medium armor, shields, all simple weapons, and one skill of your choice from the Warlord class skill list.

Exploits. If you learn Exploits from more than one of your class, subclass, or other features, follow the rules and table linked below to determine the total number and size of your Exploit Dice, and the total number of Exploits Known from each feature that grants you Exploits: [Alternate Martial Multiclassing](#).



THE WARLORD

Level	PB	Class Features	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Leadership Style, Inspiring Word	—	—	—
2nd	+2	Fighting Style, Tactical Exploits	2	d4	2
3rd	+2	Academy of War	3	d4	2
4th	+2	Ability Score Improvement	3	d4	2
5th	+3	Extra Attack	4	d6	3
6th	+3	Academy Feature	4	d6	3
7th	+3	Rallying Cry	5	d6	3
8th	+3	Ability Score Improvement	5	d6	3
9th	+4	Rested and Ready	6	d6	3
10th	+4	Unwavering Will	6	d6	3
11th	+4	Steadfast Leadership	7	d8	4
12th	+4	Ability Score Improvement	7	d8	4
13th	+5	—	8	d8	4
14th	+5	Academy Feature	8	d8	4
15th	+5	Valiant Leader	9	d8	4
16th	+5	Ability Score Improvement	9	d8	4
17th	+6	—	10	d10	5
18th	+6	Academy Feature	10	d10	5
19th	+6	Ability Score Improvement	10	d10	5
20th	+6	Warlord of Legend	10	d10	5

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Warlord level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Warlord level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, longbows, longswords, rapiers, scimitars, and shortwords

Tools: One gaming set of your choice

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Deception, History, Insight, Intimidation, Investigation, and Persuasion

EQUIPMENT

You start with the following equipment.

- (a) scale mail or (b) leather armor
- (a) a simple weapon, (b) a longsword, or (c) a rapier
- (a) light crossbow and 20 bolts or (b) a shield
- (a) a scholar's pack or (b) an explorer's pack

QUICK BUILD

You can make a Warlord quickly by using these suggestions. First, make Dexterity or Strength your highest ability score, followed by Charisma, Wisdom, or Intelligence, depending on your Academy of War. Second, choose the Noble background.

LEADERSHIP STYLE

At 1st level, you choose a Leadership Style from the options below. Each choice grants certain benefits and determines the ability score you will use for your Leadership modifier:

COMMANDER

You lead others by force of personality. You use Charisma as your Leadership modifier, and when you make a Charisma check you can treat a roll of 7 or lower on the d20 as an 8.

MENTOR

You counsel others with prudent insights. You use Wisdom as your Leadership modifier, and when you take the Help action, the target can add 1d4 to the result of its roll.

STRATEGIST

You guide others with cunning and wit. You use Intelligence as your Leadership modifier, and when you roll initiative you can switch places in initiative order with a willing creature.

INSPIRING WORD

Your words encourage others to fight on. Starting at 1st level, you can use your action to shout at one creature that can hear you within 30 feet. As a reaction, the target can expend one of its Hit Dice to regain hit points equal to its Hit Die roll + its Constitution modifier + your Leadership modifier.

Once you use this feature on a creature, it cannot benefit from this feature again until it finishes a short or long rest.





FIGHTING STYLE

At 2nd level, you adopt a Fighting Style that best reflects your training. You cannot select a Fighting Style more than once, even if a feature allows you to select another Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

ARCHERY

You gain a +2 bonus to attack rolls with ranged weapons.

CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +1 bonus to both your attack rolls and to your Armor Class so long as you are not using heavy armor or a shield.

DEFENSIVE FIGHTING

So long as you are either wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

MOUNTED WARRIOR

While riding a trained mount, both you and your mount gain a +1 bonus to your Armor Class, and you can use a bonus action to command it to take one action from its stat block.

PROTECTION

When a creature that you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a melee weapon or a shield in order to use this reaction.

STANDARD BEARER

When a creature within 5 feet of you makes an attack against a creature you can see, you can use your reaction to grant it advantage on its attack roll. You must be carrying a banner, flag, or battle standard in your hand to use this reaction.

STRONGBOW

You use your Strength modifier, in place of Dexterity, for your attack and damage rolls with long and shortbows.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the beginning of your next turn. When wielding it one-handed, you gain a +1 bonus to your Armor Class and your attack rolls with that weapon. When you wield it two-handed you gain a +2 bonus to your damage rolls with that weapon.

TACTICAL EXPLOITS

Your knowledge of war allows you to utilize potent strategies in battle. At 2nd level, you learn to employ Tactical Exploits:

EXPLOIT DICE

The Warlord table shows how many Exploit Dice you have to perform the Exploits you know. Some Exploits require you to expend these Dice in order to use them. You can only use one Exploit per attack, ability check, or saving throw. You regain all of your Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d4s and increase in size as you gain levels in this class, as indicated in the Warlord table.

EXPLOITS KNOWN

You know two Tactical Exploits of your choice from the list at the end of this class description. The Exploits Known column of the Warlord table shows when you learn more Exploits. To learn an Exploit you must meet any prerequisites it may have, like a minimum Ability Score or Warlord level. Finally, each time you gain a level in this class, you can replace one Exploit you know with another Tactical Exploit of your choice.

SAVING THROWS

If one of your Tactical Exploits requires a creature to make a saving throw, your Exploit save DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Leadership modifier}$$

ACADEMY OF WAR

At 3rd level, choose the Academy of War that best represents your Warlord: the Academy of Chivalry, Ferocity, Schemes, Skalds, or Tactics, each detailed at the end of this class.

Your Academy of War grants you features at 3rd level, and again when you reach 6th, 14th, and 18th levels in this class.

SIGNATURE EXPLOITS

Each Academy of War has a list of Signature Exploits that all members of that Academy learn at the Warlord levels in your Academy's description. Your Signature Exploits do not count against your total number of Exploits Known and they can't be switched out when you gain a level. If you don't meet a Signature Exploit's prerequisites, you learn it regardless.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. You cannot increase one of your ability scores above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, when you take the Attack action on your turn.

RALLYING CRY

Your words inspire your comrades to find success in their failures. Starting at 7th level, when a creature within 30 feet fails an ability check or saving throw, you can use your reaction to shout a rallying cry, granting it a bonus to its roll equal to your Exploit Die + your Leadership modifier, possibly turning failure into a success. The target must be able to hear and understand you to gain this benefit.

Once you use this reaction you must finish a short or long rest before you can use it again. When you have no uses left, you can expend an Exploit Die to use this reaction again.

RESTED AND READY

You make sure that your comrades are always in top fighting condition. Beginning at 9th level, any creature that spends a short rest with you can expend one of its Hit Die to gain one of the benefits below, in place of restoring their hit points:

- Its level of exhaustion (if any) is reduced by 1.
- One of the following conditions currently affecting it instantly ends: blinded, deafened, paralyzed, or poisoned.

UNWAVERING WILL

As a leader, you do not have the luxury of succumbing to your base instincts. Starting at 10th level, you have advantage on saving throws to resist being charmed, frightened, or stunned.

STEADFAST LEADERSHIP

Your leadership and the heroism your words inspire is nearly supernatural. At 11th level, you gain the following benefits:

- The range of your Inspiring Word, any Tactical Exploits you know, and your Rallying Cry increases to 60 feet.
- You can use Inspiring Word as a bonus action.
- Whenever you make an ability check that uses the ability score you use for your Leadership modifier, you can treat a roll of 9 or lower on the d20 as a 10.

VALIANT LEADER

Your allies inspire you to heroic action. Starting at 15th level, if you use a Tactical Exploit as part of your action, you can make a single weapon attack as a bonus action on that turn.

WARLORD OF LEGEND

You stand as one of the great commanders and conquerors of legend, and your allies would follow you into any danger. At 20th level, you can use your Rallying Cry any number of times without expending an Exploit Die, and there is no limit to the number of times a creature can benefit from Inspiring Word.



ACADEMY OF WAR

Choose the Academy of War that best represents the tactical training, philosophy, and leadership style of your Warlord: the Academy of Chivalry, Ferocity, Schemes, Skalds, or Tactics.

ACADEMY OF CHIVALRY

Warlords that select the Academy of Chivalry often hail from the ranks of the nobility and are most always formal knights. As leaders, they hold themselves and those who follow them to a lofty code of conduct. These knights stand as beacons of fair play, honor, and justice, both on and off the field of battle.

ANointed KNIGHT

3rd-level Academy of Chivalry feature

You have been trained in the classical skills of knighthood. You gain proficiency with heavy armor, all martial weapons, and one musical instrument of your choice.

CHIVALRIC EXPLOITS

3rd-level Academy of Chivalry feature

You learn certain Exploits at the Warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level Exploit

3rd	<i>attack order, commander's presence</i>
5th	<i>steadfast order, hold the line</i>
9th	<i>daring rescue</i>



EMBOLDENING PRESENCE

3rd-level Academy of Chivalry feature

Your presence inspires your allies. You and creatures of your choice within 30 feet that can see or hear you have advantage on saving throws to resist being charmed or frightened.

Moreover, when you succeed on a saving throw, you can use your reaction to choose one creature within 30 feet that can see or hear you that was subjected to the same saving throw to automatically succeed on its saving throw.

LEAD THE CHARGE

6th-level Academy of Chivalry feature

Your actions inspire others to greatness. When you take the Attack action on your turn and make only weapon attacks, you can issue an *attack order* as a bonus action on that turn.

FLAMES OF HOPE

14th-level Academy of Chivalry feature

As an action, you can let forth a cry that inflames the hearts of allies and inspires terror in your foes. Creatures that can hear you within 30 feet gain one of the following effects:

- Friendly creatures gain temporary hit points equal to a roll of your Exploit Die + your Leadership modifier, and While these last the creature cannot be frightened.
- Enemy creatures must succeed on a Wisdom saving throw against your Exploit Save DC or be frightened of you until the beginning of your next turn.

Once you use this feature you must complete a long rest before you can use it again. If you have no uses remaining, you can expend two Exploit Dice to use this feature again.

PARAGON OF CHIVALRY

18th-level Academy of Chivalry feature

You stand as a beacon of everything noble and chivalrous in the world. You gain immunity to the charmed and frightened conditions, and the range of your Emboldening Presence and Flames of Hope features becomes 60 feet.

Finally, you regain the use of Flames of Hope each time you finish a short or long rest.

ACADEMY OF FEROCITY

Warlords who hail from this Academy rarely study at formal schools of war. In place of using military theory, their tactics are based on the instincts of wild predators. These leaders are famous for their ruthless treatment of their foes, though they would lay down their life for any member of their pack.

BESTIAL INSTINCTS

3rd-level Academy of Ferocity feature

You learn to track and hunt as well as predators in the wild. You gain proficiency with martial weapons and in Survival.

FEROCIOUS EXPLOITS

3rd-level Academy of Ferocity feature

You learn certain Exploits at the Warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level Exploit

3rd	<i>maneuvering order, survivalist's craft</i>
5th	<i>crescendo of violence, enlivening order</i>
9th	<i>pack tactics</i>

THRILL OF THE HUNT

3rd-level Academy of Ferocity feature

You lead your allies in battle as a wolf leads its pack. As a bonus action, you can Mark a creature you can see within 30 feet as the target of the hunt. Your Mark lasts for up to 1 hour, and for its duration, it grants the following benefits:

- Any creature under the effects of one of your Exploits has advantage on its first attack against the Mark each turn.
- Whenever you make a Wisdom (Survival) check to track the Mark, you treat a roll of 7 or lower on the d20 as an 8.

Your Mark ends if the creature is slain, if you Mark another creature, or you are incapacitated. Once you Mark a creature, you must finish a short or long rest before you can use this feature again. When you have no uses remaining, you can expend an Exploit Die to Mark another creature.





PRIMAL AMBUSH

6th-level Academy of Ferocity feature

You lead your allies to hunt as one. You, and creatures of your choice within 30 feet of you, have advantage on your initiative rolls and can travel stealthily while moving at a normal pace.

In addition, so long as you have a creature Marked, you can issue a *maneuvering order* as a bonus action. However, the target must use this movement to move toward your Mark.

SAVAGE FRENZY

14th-level Academy of Ferocity feature

A successful hunt stokes your battle frenzy. When your Mark is slain, you gain temporary hit points equal to your Warlord level, and you can use your reaction to Mark another creature within range without expending an Exploit Die.

APEX PREDATOR

18th-level Academy of Ferocity feature

Your presence drives your allies into a wild frenzy. You and creatures of your choice that start their turn within 10 feet of you gain the following benefits until the end of their turn:

- Their movement speed increases by 10 feet.
- Their attacks score a critical hit on a roll of 19-20.

ACADEMY OF SCHEMES

Warlords that join an Academy of Schemes are committed to securing victory at any cost. They have no qualms about how they achieve their goals and are willing to cheat, deceive, and sacrifice whatever they believe is necessary to succeed. Often distrustful of strangers, these utilitarians will always have a backup plan should things not work out as they predicted.

CUNNING INGENUITY

3rd-level Academy of Schemes feature

You will use any method necessary to achieve your aims. You gain proficiency with hand and heavy crossbows, Deception, and either Disguise kits, Poisoner's kits, or Thieves' Tools.

Also, creatures have disadvantage on Wisdom (Insight) checks to discern your turn intentions and state of mind.

SCHEMING EXPLOITS

3rd-level Academy of Schemes feature

You learn certain Exploits at the Warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level Exploit

3rd	<i>charlatan's guile, insightful order</i>
5th	<i>crescendo of violence, surprise attack</i>
9th	<i>warlord's gambit</i>

CHEAP SHOT

3rd-level Academy of Schemes feature

You know how to ensure your victory, even when outmatched. Once per turn when you hit a creature with a weapon attack, you can force it to make a Dexterity saving throw against your Exploit Save DC in addition to the normal damage.

On a failed save, it is blinded, deafened, silenced, or has its speed reduced by a number of feet equal to 5 times your Leadership modifier until the beginning of your next turn.

RUTHLESS FOCUS

6th-level Academy of Schemes feature

You ruthlessly instruct those that follow you to prey upon the weakest foes. You, and any creature under the effects of your Exploits, have advantage on the first attack you make each turn against a creature suffering the effects of Cheap Shot.

Also, if you use your action to use an Exploit, you can take the Dash or Disengage action as a bonus action on that turn.

DEVIOUS TACTICS

14th-level Academy of Schemes feature

You have no qualms about leaving others in danger. When a creature you can see targets you with an attack, you can use your reaction to force a creature within 5 feet of you to make a Dexterity saving throw against your Exploit Save DC. On a failed save, you instantly switch places with the creature, and it becomes the target of the triggering attack.





SPELLCASTING

3rd-level Academy of Skalds feature

You have learned to use music and song to produce wondrous spells, much as a Bard does.

Spell Slots.

The Skald Spellcasting table shows how many spell slots you have to cast Bard spells of 1st-level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher, and you regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level Bard spell *thunderwave* and you have a 1st and a 2nd-level spell slot available, you can cast *thunderwave* using either slot.

Spells Known of 1st-Level and Higher.

You know three 1st-level spells of your choice from the Bard spell list. The Spells Known column of the Skald Spellcasting table shows when you learn more spells of 1st-level or higher. Any spell you learn must be a level for which you have spell slots.

Additionally, each time you gain a level in this class, you can choose one of the Bard spells you know and replace it with another spell of your choice from the Bard spell list, which also must be of a level for which you have spell slots.

Spellcasting Focus. You can use any musical instrument you are proficient in as a spellcasting focus for your spells.

Spellcasting Ability. You use your Leadership modifier when setting the saving throw DC or making a spell attack roll for any bard spells you know through this feature.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Leadership modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Leadership modifier}$$

MARKED FOR DEATH

18th-level Academy of Schemes feature

You relentlessly pursue the destruction of your foes. When a creature fails its saving throw against Cheap Shot, you can forgo the normal conditions to mark it for death. The next attack that hits the target becomes an automatic critical hit.

Once you mark a creature in this way you must finish a short or long rest before you can use this mark again.

ACADEMY OF SKALDS

Warlords of the Academy of Skalds wield the power of music and song to inspire their comrades. When they combine their bardic magic with their understanding of strategy, they can turn even an unskilled rabble into a heroic fighting force.

SKALDIC EXPLOITS

3rd-level Academy of Skalds feature

You learn certain Exploits at the Warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level Exploit

3rd	<i>charlatan's guile, support order</i>
5th	<i>enlivening order, rejuvenating order</i>
9th	<i>stand the fallen</i>

WARRIOR POET

3rd-level Academy of Skalds feature

You combine martial skill and musical talent to inspire your allies. You gain proficiency in martial weapons, two musical instruments of your choice, and in Performance.

Also, you have advantage on any Charisma (Performance) checks you make that incorporate a martial weapon.

SKALD SPELLCASTING

Warlord Level	Spells Known	1st Level	2nd Level	3rd Level	4th Level
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1



SONGS OF REST AND WAR

6th-level Academy of Skalds feature

Your music can soothe and inspire. Creatures that spend a short rest with you have advantage on their Hit Die rolls.

In addition, when you use your action to cast a spell, you can use your bonus action on that turn to make one weapon attack, or to issue a *support order* or an *enlivening order*.

WARSONG

14th-level Academy of Skalds feature

You inspire your comrades to stand and fight against all odds. When you target a creature with an Exploit or a Bard spell of 1st-level or higher, it has advantage on the first saving throw it makes before the beginning of your next turn.

SKALD OF LEGEND

18th-level Academy of Skalds feature

The Skalds of legend were said to be able to turn the tide of the most desperate battles, fanning the flames of hope in all who heard their Warsong. Whenever you use an Exploit, one target of that Exploit gains temporary hit points equal to your Leadership modifier (minimum of 1 temporary hit point).

Also, when you take the Attack action on your turn, you can cast a Bard spell in place of one of your weapon attacks.

ACADEMY OF TACTICS

Warlords of this Academy most often come from the ranks of formal organizations that serve the elite. Tacticians are highly educated. They are known for their dedication to those they command, and their understanding of how to best utilize each of their allies' strengths and weaknesses.

THE SCIENCE OF WAR

3rd-level Academy of Tactics feature

You have studied the great strategies of war. You gain proficiency in History and in two gaming sets of your choice, and you add double your proficiency bonus to any check you make that uses these proficiencies.

STRATEGIC EXPLOITS

3rd-level Academy of Tactics feature

You learn certain Exploits at the Warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched for other Exploits.

Warlord Level Exploit

3rd	<i>keen observation, maneuvering order</i>
5th	<i>defensive order, surprise attack</i>
9th	<i>tactical reposition</i>

TACTICAL ADJUSTMENTS

3rd-level Academy of Tactics feature

You are always adapting to meet the challenges ahead. Each time you finish a long rest, you can replace a Tactical Exploit you know with another Tactical Exploit of your choice.

Also, so long as you are not surprised, you gain a bonus to your initiative rolls equal to one roll of your Exploit Die.

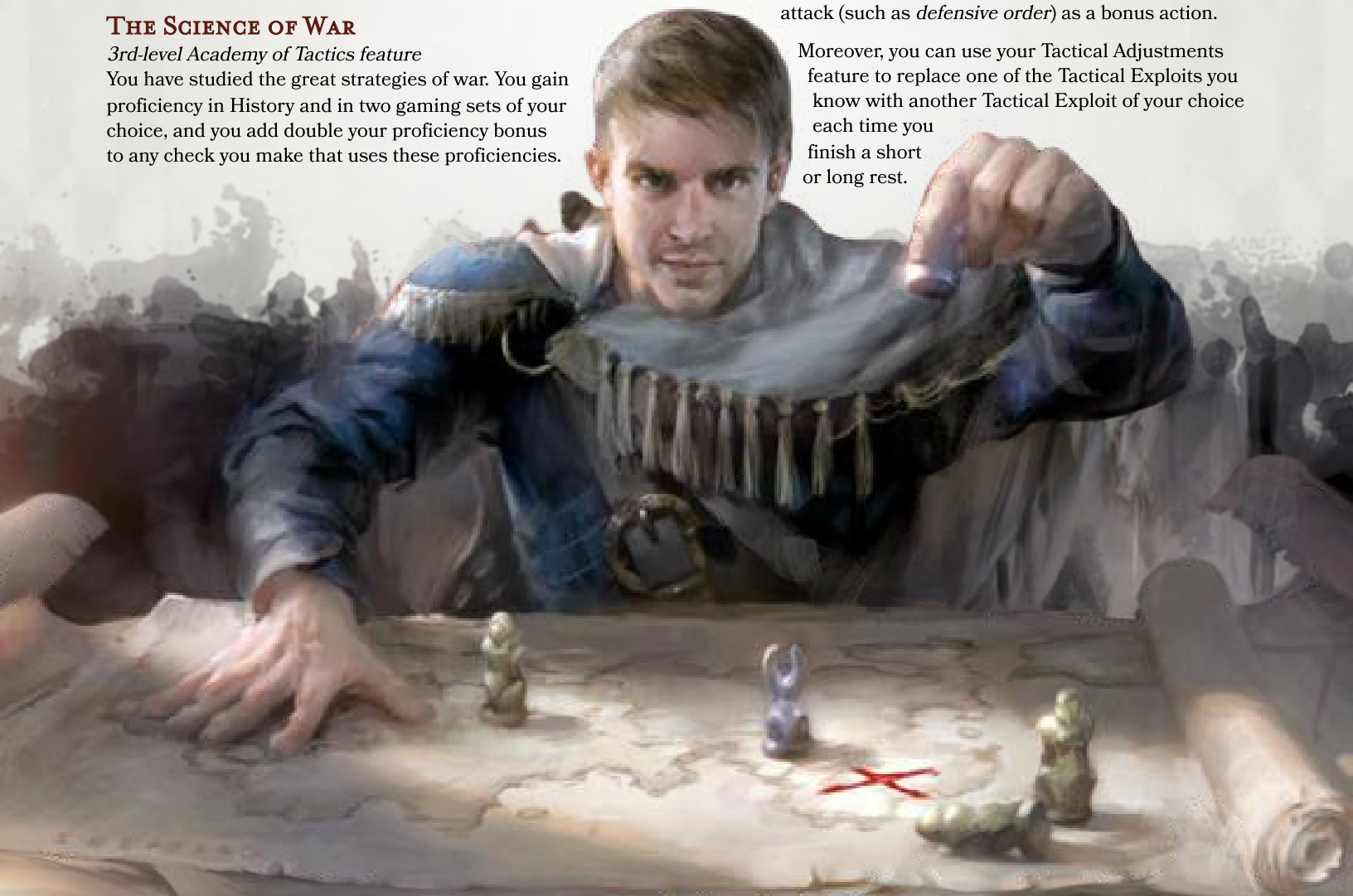
BRAINS OVER BRAWN

6th-level Academy of Tactics feature

You wield your comrades as other warriors wield weapons. When you use your action to use an Exploit, or use an Exploit in place of each attack you could make on that turn, you gain one of the following benefits until the start of your next turn:

- You gain a bonus to your Armor Class equal to your Leadership modifier (minimum of +1 Armor Class).
- Your speed increases by 10 feet, and any opportunity attacks targeting you are made with disadvantage.
- You can use an Exploit that can be used in place of an attack (such as *defensive order*) as a bonus action.

Moreover, you can use your Tactical Adjustments feature to replace one of the Tactical Exploits you know with another Tactical Exploit of your choice each time you finish a short or long rest.





GIFTED STRATEGIST

14th-level Academy of Tactics feature

You cannot be surprised while you are conscious, and when you roll initiative, you gain a special action that you can take at the start of combat before any other creature has a chance to act. This special action can only be used to use a Tactical Exploit you know or to take the Ready action.

SECRET GAMBIT

18th-level Academy of Tactics feature

Never to be outdone, you always have a plan for when things go south. As an action, you can reveal one of your previously undisclosed plans to your allies. You make an ability check relevant to your plan to determine its effectiveness.

Once you use this feature you can't use it again for 7 days.

TACTICIANS & SECRET GAMBITS

Secret Gambit is meant to reflect the Tactician's supernatural talent for prediction. The DM sets the DC and chooses a relevant skill, but keep in mind that this feature is meant to rival 9th-level spells.

For example, a Tactician may reveal that they arranged for a mercenary company to arrive with reinforcements at a pivotal moment. They make a Charisma (Persuasion) check to determine when and how many mercenaries will come to their aid.

TACTICAL EXPLOITS

Below are the Tactical Exploits available to Warlords. If an Exploit has a prerequisite, like a minimum Ability Score or your level, you can learn it when you meet the prerequisites.

1ST-DEGREE EXPLOITS

Tactical Exploits of the 1st-degree represent minor strategies and techniques that can be learned by Warlords of any level.

ATTACK ORDER

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The next time the target takes the Attack action before the start of your next turn, it can make one additional weapon attack as part of its Attack action.

COMMANDER'S PRESENCE

Prerequisites: Intelligence or Charisma of 11

Whenever you make a Charisma (Intimidation), Charisma (Persuasion), or an Intelligence (History) check, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

CHARLATAN'S GUILF

Prerequisites: Dexterity or Charisma of 11

Whenever you make a Dexterity (Sleight of Hand), a Charisma (Deception), or a Charisma (Performance) check, you can expend an Exploit Die and add it to the result of your roll. You can do so after you roll, but before you know if you succeed or fail.

INSIGHTFUL ORDER

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The next time the target makes an attack roll before the start of your next turn, it gains a bonus to its roll equal to your Leadership modifier (minimum of +1).

HEROIC FORTITUDE

Whenever you are forced to make a Strength, Dexterity, or Constitution saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

KEEN OBSERVATION

Prerequisites: Intelligence or Wisdom of 11

Whenever you make an Intelligence (Investigation), Wisdom (Insight), or a Wisdom (Perception) check you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

LIGHTSTEP

Prerequisites: Dexterity of 11

Whenever you make a Dexterity (Acrobatics), a Dexterity (Stealth) check, or roll initiative you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.





MANEUVERING ORDER

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target can use its reaction to move up to its speed without provoking opportunity attacks.

MENACING SHOUT

Prerequisites: Charisma of 11

As a bonus action, you can expend an Exploit Die and force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The fear effect ends early for the target if the frightened creature sees you take damage of any kind.

SCHOLAR'S INSIGHT

Prerequisites: Intelligence of 11

Whenever you make an Intelligence (Arcana), an Intelligence (Nature), or an Intelligence (Religion) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

SUPPORT ORDER

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target can immediately take the Help, Hide, Search, or Use an Object action.

SURVIVALIST'S CRAFT

Prerequisites: Wisdom of 11

Whenever you make a Wisdom (Animal Handling), Wisdom (Medicine), or Wisdom (Survival) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

2ND-DEGREE EXPLOITS

Exploits of this degree represent the peak of tactical skill that is achievable without a dedicated education in the art of war. They can be learned by any Warlord of 5th level and higher.

CRESCENDO OF VIOLENCE

Prerequisite: 5th level

When a creature that you can see or hear within 30 feet scores a critical hit, you can use your reaction to grant it temporary hit points equal to one roll of your Exploit Die + your Leadership modifier.

DEFENSIVE ORDER

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. It gains a bonus to its Armor Class equal to your Leadership modifier (minimum of +1) until the beginning of your next turn.

ENLIVENING ORDER

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target's speed increases by a number of feet equal to 5 times your Leadership modifier (minimum of 5 feet) until the start of your next turn.

HEROIC WILL

Prerequisite: 5th level

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.



HOLD THE LINE

Prerequisite: 5th level

As a bonus action, you can expend an Exploit Die to set your feet. Until you move, you and creatures of your choice within 5 feet, gain a bonus to your Armor Class and to Strength and Dexterity saving throws equal to your Leadership modifier.

INTIMIDATING COMMAND

Prerequisite: 5th level, Charisma of 13

As a bonus action, you can expend an Exploit Die and shout a one-word command at a creature that can hear you within 30 feet, and force it to make a Wisdom saving throw. On a failure, it obeys your command on its next turn, unless the command is directly harmful to itself or impossible to follow.

REJUVENATING ORDER

Prerequisites: 5th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target can immediately repeat a saving throw to end one condition currently affecting it.

STEADFAST ORDER

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. Until the start of your next turn, the target adds your Leadership modifier to all Strength, Dexterity, or Constitution ability checks and saving throws.

SURPRISE ATTACK

Prerequisite: 5th level, Intelligence of 13

As an action on your turn, you can expend an Exploit Die to command a creature within 30 feet that can see or hear you to attack. The target immediately makes one weapon attack with advantage, adding your Exploit Die to the damage roll.

WILD CHARGE

Prerequisite: 5th level

As an action, you can expend an Exploit Die and choose a creature within 30 feet that can see or hear you. The target can immediately move up to its full movement speed toward a creature within range of its movement and make a melee weapon attack against that. On hit, it deals bonus damage equal to your Exploit Die, and if its target was a Large or smaller creature, the target must succeed on a Strength saving throw against your Exploit Save DC or fall prone.

3RD-DEGREE EXPLOITS

Exploits of this degree are masterful strategies that can only be learned by Warlords of 9th level or higher. Each of these Exploits can only be used once per short or long rest.

DARING RESCUE

Prerequisite: 9th level warlord

As a reaction when a creature within 30 feet is reduced to 0 hit points, you can expend an Exploit Die and attempt to save it. You can immediately move up to twice your speed, so long as you end your movement within 5 feet of the downed ally.

Your ally can then expend one of its Hit Dice to instantly regain hit points equal to its Hit Die roll + its Constitution modifier + temporary hit points equal to one roll of your Exploit Die for each opportunity attack you provoked.

PACK TACTICS

Prerequisites: 9th level, Wisdom of 15

As a bonus action, you can expend an Exploit Die and signal your allies to fight as a pack. For 1 minute, creatures of your choice that can see or hear you within 30 feet have advantage on their attack rolls so long as an allied creature is within 5 feet of its target, and the ally isn't incapacitated.

You must use a bonus action on each of the following turns to continue signaling your allies, though you don't expend an Exploit Die each time. If you stop, this effect ends early.

RESILIENT ORDER

Prerequisite: 9th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. Until the start of your next turn, the target adds your Leadership modifier to all Intelligence, Wisdom, and Charisma ability checks and saving throws.

STAND THE FALLEN

Prerequisites: 9th level

As an action on your turn, you can expend an Exploit Die and let forth an inspiring shout. A number of creatures equal to your Leadership modifier (minimum of 1) that can hear you within 30 feet can use their reactions to expend one of their Hit Dice, immediately regaining hit points equal to its Hit Die roll + your Leadership modifier + your Exploit Die roll.

If you target a living creature with 0 hit points, it does not need to use its reaction, but it gains 1 level of exhaustion.

TACTICAL REPOSITION

Prerequisite: 9th level, Intelligence of 15

As an action, you can expend an Exploit Die and dictate a course of action to a number of creatures within 30 feet that can see or hear you equal to your Leadership modifier (minimum of 1). The targets can use their reaction to move up to their speed without provoking opportunity attacks.

WAR CRY

Prerequisites: 9th level, Charisma of 15

As an action, you can expend an Exploit Die and issue a mighty war cry, forcing any creatures in an adjacent 30-foot cone that can hear you to make a Wisdom saving throw. On a failed save, creatures drop whatever they are holding and are frightened of you for one minute. If a creature ends its turn in a location where it doesn't have a line of sight to you, it can repeat the saving throw, ending the effect on a success.

WARLORD'S GAMBIT

Prerequisite: 9th level

As a bonus action, you can spend an Exploit Die and force a creature within 30 feet to make a Wisdom saving throw. On a failure, the creature suffers the following effects for 1 minute:

- It has advantage on any attack roll it makes against you.
- It can use a bonus action on its turn to move up to its speed, so long as it ends this movement closer to you.
- Creatures under the effects of your Tactical Exploits have advantage on their attack rolls against this creature.

The creature can choose to repeat this saving throw at the end of each turn, ending the effect on a success. This effect immediately ends if the creature cannot see or hear you, if you use this Exploit again, or if you are incapacitated.



4TH-DEGREE EXPLOITS

Exploits of this degree are strategies only mastered by once-in-a-generation genius commanders. These Exploits can only be learned by Warlords of 13th level or higher, and each Exploit can only be used once per short or long rest.

FORTIFYING ORDER

Prerequisite: 13th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target gains resistance to all bludgeoning, piercing, and slashing damage for 1 minute.

RALLY TO ME

Prerequisite: 13th level

As an action, you can expend an Exploit Die to call your allies to you. Creatures of your choice within 30 feet, that can hear you, can use their reaction to move up to their full speed toward you without provoking opportunity attacks.

You, and creatures that end this movement within 5 feet of you, gain temporary hit points equal to your Warlord level.

VICTORY SURGE

Prerequisite: 13th level

As an action, you expend an Exploit Die and drive an ally to fight as never before. A creature of your choice within 30 feet that can see or hear you can use its reaction to move up to its speed and immediately take one action or bonus action.

5TH-DEGREE EXPLOITS

Exploits of this degree are near-supernatural feats of tactical skill that rival those of deities of war. These Exploits can only be learned by Warlords of 17th level or higher, and each of these Exploits can only be used once per short or long rest.

FINAL STRIKE

Prerequisite: 17th level

As an action you expend an Exploit Die and order your allies to strike at your foe. A number of creatures of your choice up your Leadership modifier within 30 feet that can see or hear you can immediately take the Attack action, or cast a spell of 5th-level or lower with a casting time of one action.

All attacks and spells that your allies use as part of this Tactical Exploit must target the creature you designate.

HEROIC ORDER

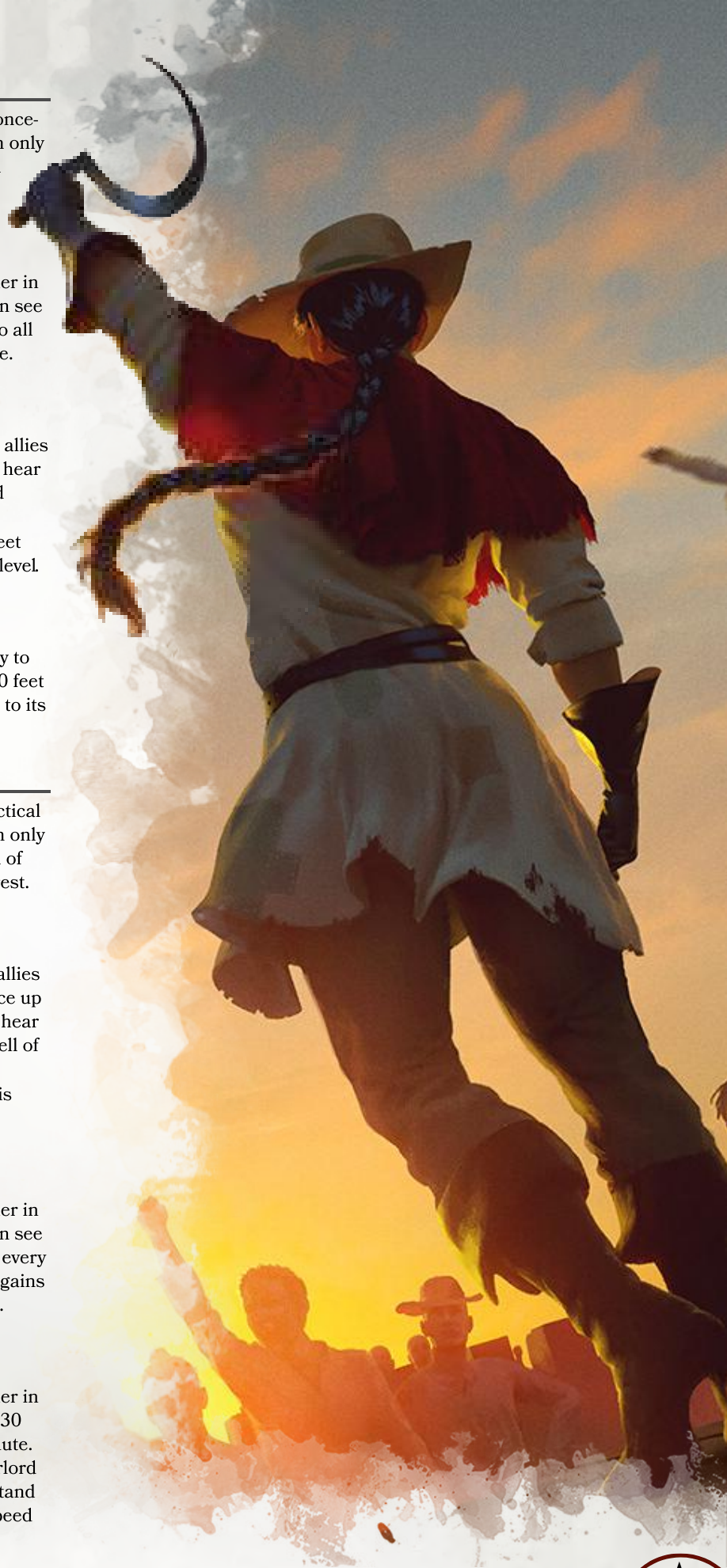
Prerequisite: 17th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target has advantage on every attack roll, ability check, and saving throw it makes and gains resistance to all damage until the start of your next turn.

REVITALIZING ORDER

Prerequisite: 17th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature within 30 feet that is at 0 hit points or has died within the last minute. The target instantly regains hit points equal to your Warlord level + your Leadership modifier and can immediately stand up and take one action, one bonus action, or move its speed without provoking opportunity attacks.





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